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Code vein gift guide wiki

Giving the right Valuable gifts can enhance trading points with other characters. This gift valuables vein code giving guide tells you about all the unique valuable gifts we have found and which NPC appreciate each type of gift, allowing you to maximize the bonuses offered for each gift. Speaking with any character in Home Base has the option of Exchange, an action that allows you to give them valuables in exchange for trade points, which can in turn be used to buy various weapons and items from each character. Some valuables offer just 0 points when exchanged, but can offer up to 5 points if you choose an item the character loves. If you're wondering what gift to give each character, see the table below for an analysis of all the valuables we've discovered. Each table lists all the valuable gifts we found during our full game through the Vein Code. We split it into two lists for ease of reference. The numbers represent the amount of Trade Points you earn by giving that item to the character listed. Precious gift nameDavisLouisYakumoMuraamela 35mm Reel22322 aged Brandy12513 old coin22111 Old LP record52332 aromatic herbs11225 blood bead Candy33333 123 Boutique Skeke325 11 Bugarally Doll53553 Chocolate Garlic Flakes52130 Classic Camera51211 Curious Innovation11111 Custom Weapon Parts22331 Expensive Cigars31211 Faded Comics25332 Fancy Cologne22233 Flower Seeds2112 2 Aromatic Tea23125 Local Pennant11111 Organic Soap22233 Powerful Spices20213 Protein Powder32211 Spicy Cheese32301 Retro Game12352 Spotless Organ13220 Stuffed Toy1113 2 Sushi Tacos2 2333 Tomato Oden Sandwich35213 Intact Color Set11022 Well Worn Tool31131 Yellowed Book35121 Precious Gift NameDavisLouisYakumoUrrasameMia Precious Gift NameCocoloEvaJack 35mm Reel2323 Aged Brandy0115 Antiques Coin2235 Antiques LP Record2233 Aromatic Herbs5222 Blood Bead Candy33333 Table Game2211 Bottled Jam3222 Boutique Seke0111 Bugarally Doll2335 Chocolate Garlic Flakes5312 Classic Camera1223 Curious Innovation1511 Custom Weapon Parts2122 Expensive Cigars2103 Faded Comics1331 Fancy Cologne3330 Flower Seeds 225 3 Aromatic Tea2322 Local Pennant1511 Organic Soap3332 Powerful Spices5122 Protein Powder1112 Spicy Cheese1123 Retro Game2211 Spotless Instrument1231 Stuffed Toy20 21 Sushi Tacos5305 Tomato Oden Sandwich5552 Intact Color Set1231 Well Worn Tool2111 Yellowed Book1323 Precious Gift NameCooEvaJack Code Vein Guides Posted September 26, 2019 by Blaine Smithin Code Vein Guides, Guide Game Code Vein Dark Depths Map Location GuideWant to know where to find more Dark Depth in a code vein? This map location guide of dark deep code code tells you where to find each of the different maps we've discovered, each unlocking a new one posted September 26, 2019 by Blaine Smithin Code Vein Guides, Game Guides How to open winged doors in VeinBing one of the many doors decorate with wing designs? This guide on how to open winged doors in vein code explains what you need to do to open these mysterious doors so you can explore Posted September 26, 2019 by Blaine Smithin Code Vein Guides, Game Guides How to Play Coop With Friends in Vein Vein Code featuring a collaborative multiplayer feature that allow you to play with other players. This guide on how to play Coop With friends in vein code will guide you through the process of creating Posted September 26, 2019 by Blaine Smithin Code Vein Guides, Game Guides where to find the statue in the VeinEn code to proceed with the story, you need to find a special statue. This guide explains where to find the statue in vein code so you can proceed through the main story by accessing a brand new site Tags: Game Guides, PC Guides, PlayStation 4 Guides, Xbox One Guides Code Vein Wiki Guide: All Weapons, Bosses, Blood Codes, Blood Veil, Remnants, Gifts, Maps, Detailed Presentation and more! Learn about DLC! Patch 1.54 - April 2020 Code Vein Wiki: In the not too distant future, a mysterious disaster has brought collapse to the world as we know it. Towering skyscrapers, once symbols of prosperity, are now lifeless tombs of humanity's past pierced by the thorns of crisis. At the center of the destruction is a hidden Revenist society called Fleva. This last fort is where the remaining few struggle to survive, blessed with gifts of power in exchange for their memories and a thirst for blood. Give the blood full and risk becoming one of the lost, diabolical ghouls devoid of any remaining humanity. Wandering aimlessly in search of blood, the Losers will stop at nothing to satisfy their hunger. Collaborate and embark on a journey to the extremes of hell to unlock your past and escape your living nightmare in CODE VEIN. Immortal Blade: 100% Block Tanky Construction! Immortal Blade: 100% Block Tanky Construction! It features a story driven connected dungeon experience, dive into the world of CODE VEIN. Create your own character and choose your partner as you venture out into a world of destruction, overrun by The Lost. Use your combined power to coordinate your approach and defend each other from surprise attacks or neutralized enemies using your Blood Veil and various weapons. Change the feel of the game depending on the partner you choose, each with their own combat style and history Experience the power of blood as you use uniquely bloody veils to drain your enemies to improve your abilities. Using Gifts powered by enemy blood, players can increase their power, weaken enemies, and use new weapon capabilities and neutralized attacks. Take on the Lost as you explore the malefic world of CODE VEIN. Choose from a myriad of weapons, such as bayonets, axes and spears, to accommodate your favorite combat style. Apply a strategy to the through the partner coordination and improvements of Blood Veil, ready to bring down the most threatening enemies. Gifts are the equivalent of skill and magic in vein code. Through Gifts, players can perform unique actions, such as buffing and healing themselves and their Companions, barking enemies or directly damaging enemies. Active gifts require ihor, so players have to manage them during battle. This page covers a complete list of all gifts in the code vein that will include its description and use. You can find detailed information about the site and its properties on each individual page linked below. Active gifts passive gifts temporarily enhance attack force. Release a combination to a nearby target. An aggressive skill performed with two hands sword/ hammer. Temporarily creates a barrier around you and your partner that enhances blood resistance. It detonates a projectile created by ihor. Dash forward in fog form. Find out whether or not items are collected within a specific range. Temporarily apply the poison to your current weapon. It detonates a large projectile created by the force of blood. It throws a strong flame at the target. Increases the force of the next attack. He rushed forward and made a strong attack in general. Temporarily reduces the damage done by weaving a barrier into your blood. Temporarily increases resistance to escalation. Temporarily makes it easier to scale enemies with your weapon. Disappear like fog, and then make a vertical jump. He fires a series of flaming projectiles that escalate the enemy. Temporarily increases attack power every time you damage an enemy with your weapon, temporarily adds fire to your current weapon and your partner's. Temporarily applying the inhibitory effect to your current weapon Uses the power of ihor to temporarily enhance reflexes, enhancing your dodges. It launches enemies into an area with a blast caused by the release of the concentrated ihor. Unleash an extremely fast attack in the blink of an eye. It creates a ball of light at your feet. It cures you and your partner from stunning. Better to use to block the effect before it is hit. He's firing an ice-cold projectile at the target. It temporarily increases the defense of weapons against physical attacks. It produces a wave of electricity that flies at the target. It turns your blood into a giant stake that penetrates the target. Creates and fires a series of projectiles that are injected with electricity into your target. It fires three powerful lightning strikes on the of your goal. It fires a relentless barrage of lightning bullets at the target. It releases a blast around you, then immediately teleports you backwards. Reduces the amount of audio you create, making it harder to detect. Perform a fast short-range charging. Temporarily applies the stunning effect to your current weapon. Ignores an enemy's physical defense and weapons defense for your next attack. Temporarily reduces endurance resistance The result ends when you are damaged. It disperses ihor in the area, creating a trap that stuns the attackers. Temporarily increases your and your partner's attack. The result ends when you are damaged. It temporarily increases the attack force of gunfire. He's curing you and your partner of poison. Use to prevent the result before you are hit. It temporarily creates a barrier around you and your partner that enhances lightning resistance. Temporarily adds lightning damage to your current weapon and your partner's. He's healing you and your partner. It can block the effect if used before it is hit. You return to the last fog touched without losing fog. Enemies within a specific range will appear on your radar. Temporarily applies the slow effect to your current weapon. Fires a flame projectile at your target. It temporarily increases the drainage estimate of gun attacks. Spend your own HP to win ihor. Scatters ihor in the area, creating a poison trap that eats into attackers creates a projectile of dirty blood that flies at the target. Jump forward and hit twice. An aggressive skill performed with two hands sword / Hammer. Creates a disposable barrier around you and your partner that significantly reduces damage. It temporarily increases escalation resistance against enemy attacks. Temporarily adds a shock wave effect to attacks that cause additional damage. Temporarily allows you to prevent attacks and scale opponents after guarding. Drop a barrage of bullets. An aggressive skill performed with a bayonet. Handles ihor to create a low power trap at your feet that escalates any attackers temporarily creates a barrier around you and your partner that boots resistance to ice. It produces a series of ice pillars that relentlessly bombard the target Fires a projectile of ice freeze on target. Temporarily increases the drainage estimate of gun attacks for you and your partner. Scaling with Dark Gift Stat. Creates a projectile of foul blood that flies at the target. It immediately resets all hp, and increases abilities, but kills the user after some time. Temporarily heal the damage treated to you back as HP over time. Halberd/Sword/Bayonet, performs five slashes in quick succession. Temporarily boosts attack power. Scales with light gift stat. Reduces the damage taken to greatly reduce the cost of ihor. Temporarily increases resistance to all items for you and your partner. Temporarily increases resistance to all debuffs for you and your partner. Consumes great hp of your own to restore a large amount of your partner's hp. Increases the amount of hp restored by Renaissance for you and your partner. He's healing you and your partner from all the debuffs. It can block the effect if used before it is hit. Shoot a series of frozen projectiles that bomb enemies within a wide area. Temporarily adds ice damage Today's partner's weapons. Allows the user to use hp instead of stamina when the stamina line is empty. Temporarily facilitates breaking an opponent's guard. Hit your foot on the ground, creating a small blast wave. Drop an ihor drilling projectile at your target. Temporarily adds blood damage to you and your partner's current weapon. Temporarily increases strength and dexterity by one step. Temporarily creates a barrier around you and your partner that increases fire resistance. Halberd Only, dash forward as fog and release a combo. Enhances motor vision and reflexes, reducing the cost of avoidance resistance. Temporarily reduces the cost of storage resistance. Heals you and your partner Leak. It can block the effect if used before it is hit. Un gathered data within range will appear on your radar. It creates a projectile of dirty blood that flies at the target. Doubles the force of the next attack. It causes enormous damage to the area around you, but leaves you on the brink of death. It uses to create a flaming blade and swing it into a bow that sweeps enemies. Fires a flaming projectile that arcs to cover the back of the user. It detonates a giant explosion that swallows enemies in the area. Uses ihor to temporarily speed up charged actions. Temporarily increases gift speed for you and your partner. It enables you to sacrifice HP to use gifts when you run out of ihor. It creates sand blades that converge on the target and explode. It creates a high-pressure sand blade from the ground that neutralizes enemies. All gifts that require time of use can be used instantly. Consume HP in advance to automatically use Recovery Offer when your partner is critically damaged. It temporarily increases the defense of weapons against elemental attacks. Taking fatal damage when your HP is over a certain amount will leave you with 1 HP. Dodge attacks by turning it into fog. For a limited time, bypassing enemy attacks produces projectiles that attack the enemy. It cures you and your partner of parole. Use to prevent the result before you are hit. He's firing a ricocheting bullet. Handles ihor to create a trap at your feet that immolates attackers. It wraps your body in a cloak of fog-like blood, making it harder to detect. It significantly increases attack power, but drains HP over time. Jump and hit with all your might. A skill performed with one hand sword /Halberd / Bayonet. It increases your maximum stamina and your partner and fully restores both your stamina. Sacrifice HP to heal your partner and temporarily strengthen the defense. Fires a projectile from a crackle of electricity to your target. Temporarily lengthens the results of gifts used by you and your partner. It uses ihor to create a blade of blood and swing into a bow that sweeps through enemies. Causes a blood pillar to explode your target. Condense ihor and turn it into powerful ice fragments that shoot the enemy. It unleashes concentrated blood to destroy enemies. It fires a wide laser that penetrates anything in front of you. It freezes everything in the region with an Arctic blizzard. Drop your gun and make it turn around. An aggressive skill performed with two hands Sword / Hammer. Use ihor to create a freezing blade and swing into a bow that sweeps through enemies in

front of you. Increases balance and resistance to physical attacks, but reduces mobility and elemental resistance. He scatters bombs that explode after a while, destroying everything in the area. He pulls out a quick blade. Not long after getting stuck in something, it explodes. For a limited time, taking damage creates fiery projectiles that attack the enemy. It significantly increases the effectiveness of dark gifts for the next attack. It also creates a sand arm at the feet of the target that mercilessly crushes the enemy. It creates a giant sandstorm around your target. It fires a projectile at your target causing slow. Find out whether or not there are uncollected items on the current map. Shoot a series of blood projectiles that bomb enemies in a wide area. It disperses ihor in the area, creating a trap that slows down the attackers. It fires an ihor projectile that arcs to cover your back. It detonates a projectile that steals the ihor's target. Use fine blood flow control to release a powerful shock. Use fine blood flow control to release a strong cold. Use fine blood flow control to release a strong fire. It creates a giant thorn in the air that penetrates the target. Fires a diagonal blood blade at the target. It creates a giant sword that falls like a guillotine on the enemy. It fires a projectile at your target that causes stunning. Throws down treated ihor to create a trap that poisons enemies who step on it. It spends your own HP to restore HP's companions. A common gift with Jack. Increases ATK and halves STA usage. Disables regen. A common gift with Mia. It reduces ihor costs and enhances gifts, but reduces attack power. A common gift with Io. Improves scaling resistance, but reduces drainage efficiency. A common gift with Yakumo. Reduces guard status & avoidance speed, but ATK. A common gift with Louis. Increases attack and changes your avoidance movements to fast mobility, at the cost of reducing damage. A common gift with Eve. Enhances drainage and gift efficiency, but increases ihor use. Temporarily increases vigour and vitality. Spends a small amount of your own HP to restore a small amount of your companions'. Temporarily reduces your defenses and increases attack power for both you and your partner temporarily Attack you and increase the defense for both you and your partner. Resets your partner's gift recharge time. Carry out an unparalleled attack from one stop yet. An aggressive skill executed with a sword with one hand. Restores endurance when you successfully avoid enemy attacks while the result is active. Immediately take a stand that calms your mind and restores any stamina. Launch an attack from the air and cut off the enemy. An aggressive skill performed with a sword hand / halberd. It unleashes a pammous vortex of flames that penetrates the target. It calls a fiery blade that revolves around your body. Increases maximum strength. Reduces the durability spent while you're focused. Reduces the consumption of resistance from storage while you are concentrated. Increases the drainage capacity of gun attacks. Increases the effects of dark gifts while you're focused. Increases the amount of focus gained from avoiding attacks. Fully restores stamina when parry an attack. Increases attack force when equipped with a sword with one hand. An improved version of Blade Dance. Increases attack force when you avoid enemy attacks. Increases stunning resistance. Increases the chances of falling objects from defeated enemies. Reduces the rate at which the focus counter is consumed by attacks while you are focused Max HP reduces to increase the amount of ihor that can be held. Reduces the strength drained with the impressive. Increases resistance to poison. Reduces the rate at which the focus counter is consumed over time while you are focused. It increases the amount of fog gained from the defeat of enemies. Increases slow resistance. Increases dexterity by one step. Reduces the ihor cost of gun attacks while you're focused. Reduces the damage done by failure. Get ihor when enemies within a certain radius get damage from the poison. Apply the poison effect to your current weapon while you're focused. Increases the focus gained from taking losses. Increases the drainage rating when guarding an enemy's attack. Increases attack force when equipped with a sword with two hands. Increases strength and vitality by one step. Taking fatal damage when your HP is over a certain amount will leave you with 1 HP. Increases the damage caused by a special leak that runs after a parry/back attack. Increases the speed of your gifts while you're focused. Increases skill and willpower by one step. Bypassing enemy attacks drains their ihor according to your weapon's drainage estimate. Increases power when equipped with a bayonet. Increases all drainage ratings while being focused. Increases mind and vitality by one step. Increases vigour by one step. Increases weapon defense against physical attacks while focused. Increases attack power when equipped with a hammer. Increases attack power when equipped with halberd increases resistance to leakage. Increases vitality by one step. Heals HP for every enemy you encounter Finish bump in. Adds fire damage to your current weapon while you're focused. Increases strength and willpower by one step. Increases the maximum amount of ihor that can be held. It increases the mind and the willpower. It increases the mind and fortitude. Increases the amount of HP restored by regeneration capacity. Increases the amount of ihor gained from drainage attacks. Increases inhibit resistance. Bypassing enemy attacks produces projectiles at the cost of ihor attacking the enemy. It makes gifts easier to control. Increases the damage caused depending on your mobility. Increases maximum strength. Increases the speed of charged actions. Increases dexterity and fortitude. It reduces the number of times regeneration can be used, but increases the amount that is cured. Resets HP when you enter focus mode. It increases the effect of light gifts while you are focused. When an ally is fatally damaged, its HP is reduced to 1 and you receive the remaining damage. Restores regeneration power when your partner reaches zero HP and disperses. It allows you to equip heavier weapons and blood veils. Increases the speed of your gifts. Reduces ihor consumption while you are concentrated. Applies the stunning effect to your current weapon while you're focused. Increases the number of times regeneration can be used. Increase damage from drain attacks that occur after a launch attack Causes drain attacks to restore HP. Enhances gift capabilities, weapon and drain attack power when your HP is under a certain amount. Hitting with a charged leak will give focus. Increases the weapon damage treated against enemies with condition diseases. Increases regeneration when collecting lost fog after dispersion. Increases your endurance regeneration rate. Adds lightning damage to your current weapon while you're focused. Adds ice damage to your current weapon while you're focused. Increases debuff accumulation against enemies. Increases your partner's statistics. Click the table header to sort the sort

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